

IN THE CLAIMS

Please cancel claim 11, 27 and 43, add claim 50, and amend the claims as indicated below.

1. (currently amended) A gaming system comprising:

- a game server,
- a mobile gaming platform usable by a player to play a game associated with the game server,
- a communication network for providing communication between the mobile gaming platform and the game server, and
- a prize supplier database for storing data, including location data, about prize suppliers;
wherein the game server-comprising comprises:

a prize signal generator ~~for generating that generates~~ a prize signal upon a predetermined game occurrence resulting from playing of the game using the mobile gaming platform, and

a control arrangement ~~for responding to that, following~~ the generation of said prize signal ~~by communicating location information about an appropriate prize supplier for receipt by said player, the control arrangement being arranged to select said, (i)~~ selects an appropriate prize supplier from the prize supplier database on the basis of at least one selection parameter, and (ii) communicates, to said player, location information about the appropriate prize supplier.

2. (currently amended) A gaming system according to claim 1, ~~in which the~~ wherein said at least one selection parameter comprises a location associated with the player.

3. (currently amended) A gaming system according to claim 2, ~~in which the~~ wherein said at least one selection parameter further comprises at least one of a prize type indicated by the player and prize availability at the prize suppliers.

4. (currently amended) A gaming system according to claim 2, ~~in which the gaming platform is a mobile gaming platform and the~~

wherein said location associated with the player is ~~the~~ a current location of the mobile gaming platform, and

wherein the gaming system further ~~comprising~~ comprises a location determining apparatus for determining the current location of the mobile gaming platform.

5. (currently amended) A gaming system according to claim 4, ~~in which~~

wherein the communication network is a cellular network, and

wherein the location determining apparatus ~~comprises part of the communication network to locate~~ determines the current location of the mobile gaming platform to a given cell of the cellular communication network.

6. (currently amended) A gaming system according to claim 4, ~~in which~~ wherein the control arrangement ~~of the game server is arranged to select~~ selects said appropriate prize supplier as the prize supplier that is closest to ~~the~~ said current location of the mobile gaming platform.

7. (currently amended) A gaming system according to claim 4, ~~in which~~ wherein the location information comprises at least one of:

- ~~the a~~ a location of the ~~selected~~ appropriate prize supplier;
- ~~the a~~ a position of the ~~selected~~ appropriate prize supplier relative to the current location of the mobile gaming platform; and
- a route guide to the ~~selected~~ appropriate prize supplier from the current location of the mobile gaming platform.

8. (currently amended) A gaming system according to claim 2, ~~in which the~~

wherein said location associated with the player is a specific location input by the player, and

wherein the gaming system further ~~comprising means for accepting~~ comprises a component that accepts a user input of said specific location.

9. (currently amended) A gaming system according to claim 8, ~~in which~~ wherein the control arrangement ~~of the game server is arranged to select~~ selects said appropriate prize supplier as the prize supplier that is closest to ~~the~~ said specific location.

10. (currently amended) A gaming system according to claim 8, ~~in which~~ wherein the location information comprises at least one of:

- ~~—the~~ a location of the ~~selected~~ appropriate prize supplier;
 - ~~—the~~ a position of the ~~selected~~ appropriate prize supplier relative to said specific location;
- and
- ~~—a~~ a route guide to the ~~selected~~ appropriate prize supplier from said specific location.

11. (canceled)

12. (currently amended) A gaming system according to ~~claim 11~~ claim 1, ~~in which~~ wherein the game is a location based game, and wherein the gaming system further ~~comprising~~ comprises a location determining apparatus for determining ~~the~~ a location of the mobile gaming platform.

13. (currently amended) A gaming system according to claim 1, ~~in which~~ wherein the location information comprises a route guide to the ~~selected~~ appropriate prize supplier from a location associated with the player.

14. (currently amended) A gaming system according to claim 13, ~~in which the gaming platform is a mobile gaming platform and~~ wherein said location associated with the player is ~~the~~ a current location of the mobile gaming platform, and wherein the gaming system further ~~comprising~~ comprises a location determining apparatus for determining the current location of the mobile gaming platform.

15. (currently amended) A gaming system according to claim 1, ~~in which~~ wherein said control arrangement ~~is arranged to communicate~~ communicates the location information to the mobile gaming platform.

16. (currently amended) A gaming system according to claim 1, ~~in which the system further comprises means for transmitting~~ further comprising a component that transmits a prize code signal for a said player.

17. (currently amended) A gaming system according to claim 1, ~~in which the system further comprises means for transmitting~~ further comprising a component that transmits a prize entitlement signal to the ~~selected~~ appropriate prize supplier.

18. (currently amended) ~~Apparatus~~ An apparatus comprising:

—a game server for communicating, via a communication network, with ~~at least one~~ a mobile gaming platform on which a player can play a game associated with the game server, and
—a prize supplier database for storing data, including location data, about prize suppliers;

wherein the game server ~~comprising~~ comprises:

a prize signal generator ~~for generating that generates~~ a prize signal upon a predetermined game occurrence resulting from playing of said game on the mobile gaming platform, and

a control arrangement ~~for responding to that, following~~ the generation of said prize signal ~~by communicating location information about an appropriate prize supplier for receipt by said player, the control arrangement being arranged to select said, (i) selects an~~ appropriate prize supplier from the prize supplier database on the basis of at least one selection parameter, and (ii) communicates, to said player, location information about the appropriate prize supplier.

19. (currently amended) ~~Apparatus~~ An apparatus according to claim 18, ~~in which the~~ wherein said at least one selection parameter comprises a location associated with the player.

20. (currently amended) ~~Apparatus~~ An apparatus according to claim 19, ~~in which the~~ wherein said at least one selection parameter further comprises at least one of a prize type indicated by the player and prize availability at the prize suppliers.

21. (currently amended) ~~Apparatus~~ An apparatus according to claim 19, ~~in which the gaming platform is a mobile gaming platform and the~~ wherein said location associated with the player is ~~the~~ a current location of the mobile gaming platform, and wherein the apparatus further ~~comprising means for communicating~~ comprises a component that communicates with location determining apparatus for determining the current location of the mobile gaming platform.

22. (currently amended) ~~Apparatus~~ An apparatus according to claim 21, ~~in which the control arrangement of the game server is arranged to select wherein~~ said appropriate prize supplier ~~as is~~ is the prize supplier that is closest to the current location of the mobile gaming platform.

23. (currently amended) ~~Apparatus~~ An apparatus according to claim 21, ~~in which~~ wherein the location information comprises at least one of:

- ~~the~~ a location of the ~~selected~~ appropriate prize supplier;
- ~~the~~ a position of the ~~selected~~ appropriate prize supplier relative to the current location of the mobile gaming platform; and
- a route guide to the ~~selected~~ appropriate prize supplier from the current location of the mobile gaming platform.

24. (currently amended) ~~Apparatus~~ An apparatus according to claim 18, ~~in which the~~ wherein said location associated with the player is a specific location input by the player, and

wherein the apparatus further ~~comprising means for accepting~~ comprises a component that accepts a user input of said specific location.

25. (currently amended) ~~Apparatus~~ An apparatus according to claim 24, ~~in which the control arrangement of the game server is arranged to select~~ wherein said appropriate prize supplier ~~as is~~ the prize supplier that is closest to ~~the~~ said specific location.

26. (currently amended) ~~Apparatus~~ An apparatus according to claim 24, ~~in which~~ wherein the location information comprises at least one of:

- ~~the~~ a location of the ~~selected~~ appropriate prize supplier;
- ~~the~~ a position of the ~~selected~~ appropriate prize supplier relative to said specific location; and
- ~~a~~ route guide to the ~~selected~~ appropriate prize supplier from said specific location.

27. (canceled)

28. (currently amended) ~~Apparatus~~ An apparatus according to claim 21, ~~in which~~ wherein the game is a location based game.

29. (currently amended) ~~Apparatus~~ An apparatus according to claim 18, ~~in which~~ wherein the location information comprises a route guide to the ~~selected~~ appropriate prize supplier from a location associated with the player.

30. (currently amended) ~~Apparatus~~ An apparatus according to claim 29, ~~in which the gaming platform is a mobile gaming platform and~~

wherein said location associated with the player is ~~the~~ a current location of the mobile gaming platform, and

wherein the apparatus further ~~comprising means for communicating~~ comprises a component that communicates with a location determining apparatus for determining the current location of the mobile gaming platform.

31. (currently amended) ~~Apparatus~~ An apparatus according to claim 18, ~~in which~~ wherein said control arrangement ~~is arranged to communicate~~ communicates the location information to the mobile gaming platform.

32. (currently amended) ~~Apparatus~~ An apparatus according to claim 18, ~~in which~~ wherein the game server further comprises ~~means for transmitting a component that transmits~~ a prize code signal for ~~a~~ said player.

~~32. Apparatus according to claim 18, in which the game server further comprises means for transmitting a prize entitlement signal to the selected prize supplier.~~

33. (currently amended) ~~A game prize information~~ method comprising:

- (a) communicating game data via a communication network between a game server and a mobile gaming platform on which a player can play a game associated with the game server,
- (b) upon a prize signal being generated from playing of the game on the mobile gaming platform, selecting on the basis of at least one selection parameter, an appropriate prize supplier from a prize supplier database, and
- (c) communicating location information about the ~~selected~~ appropriate prize supplier for receipt by said player.

34. (original) A method according to claim 33, further comprising generating the prize signal upon a predetermined game occurrence.

35. (currently amended) A method according to claim 33, ~~in which in (b) the~~ wherein said at least one selection parameter comprises a location associated with the player.

36. (currently amended) A method according to claim 35, ~~in which the~~ wherein said at least one selection parameter further comprises at least one of a prize type indicated by the player and prize availability at the prize suppliers.

37. (currently amended) A method according to claim 35, ~~in which the gaming platform is a mobile gaming platform and the~~
wherein said location associated with the player is ~~the~~ a current location of the mobile gaming platform, and
wherein the method further ~~comprising~~ comprises determining the current location of the mobile gaming platform, and
wherein ~~using this location in (b) to select~~ the selecting of the appropriate prize supplier is based on the current location of the mobile gaming platform.

38. (currently amended) A method according to claim 37, ~~in which in (b) the~~ wherein said appropriate prize supplier is ~~selected to be~~ the prize supplier that is closest to ~~the~~ said current location of the mobile gaming platform.

39. (currently amended) A gaming system according to claim 37, ~~in which~~ wherein the location information comprises at least one of:

- ~~the~~ a location of the ~~selected~~ appropriate prize supplier;
- ~~the~~ a position of the ~~selected~~ appropriate prize supplier relative to the current location of the mobile gaming platform; and
- ~~a~~ route guide to the ~~selected~~ appropriate prize supplier from the current location of the mobile gaming platform.

40. (currently amended) A method according to claim 35, ~~in which the~~ wherein said location associated with the player is a specific location input by the player.

41. (currently amended) A method according to claim 40, ~~in which in (b)~~ wherein said appropriate prize supplier is ~~selected to be~~ the prize supplier that is closest to ~~the~~ said specific location.

42. (currently amended) A method according to claim 40, ~~in which~~ wherein the location information comprises at least one of:

- ~~the a~~ location of the ~~selected~~ appropriate prize supplier;
- ~~the a~~ position of the ~~selected~~ appropriate prize supplier relative to said specific location; and
- a route guide to the ~~selected~~ appropriate prize supplier from said specific location.

43. (canceled)

44. (currently amended) A method according to claim ~~43~~ 33, ~~in which~~ wherein the game is a location based game.

45. (currently amended) A method according to claim 33, ~~in which~~ wherein the location information comprises a route guide to the ~~selected~~ appropriate prize supplier from a location associated with the player.

46. (currently amended) A method according to claim 45, ~~in which the gaming platform is a mobile gaming platform and~~

wherein said location associated with the player is ~~the a~~ current location of the mobile gaming platform, and

wherein the method further ~~comprising~~ comprises determining the current location of the mobile gaming platform, and

wherein using this location in (b) to select the selecting of the appropriate prize supplier is based on the current location of the mobile gaming platform.

47. (currently amended) A method according to claim 33, ~~in which in (e)~~ the location information is communicated to the gaming platform wherein the communicating the location information about the

appropriate prize supplier for receipt by said player comprises communicating the location information to the mobile gaming platform.

48. (currently amended) A method according to claim 33, ~~in which (c) further involves~~ further comprising transmitting a prize code signal for ~~a~~ said player.

49. (currently amended) A method according to claim 33, ~~in which (c) further involves~~ further comprising transmitting a prize entitlement signal to the ~~selected~~ appropriate prize supplier.

50. (new) An apparatus according to claim 18, wherein the game server further comprises a component that transmits a prize entitlement signal to the appropriate prize supplier.